We claim:

1. A method of providing voice messaging services at a handheld computing device comprising:

communicating with a voice messaging repository to receive a voice message at said handheld computing device;

locally storing said received voice message; and

locally providing an interface to said user allowing said user to indicate an action to perform on said received voice message.

2. The method of claim 1 further comprising:

receiving an indication of said action to perform on said received voice message; and

responsive to receiving said indication, performing said action.

3. The method of claim 2 wherein said action is "play" and said performing said action further comprises:

generating an audio signal from said received voice message; and

outputting said audio signal to an audio output device associated with said handheld computing device.

4. The method of claim 2 wherein said action is "delete" and said performing said action further comprises further communicating with said voice messaging repository to indicate a deletion of said received voice message.

5. The method of claim 2 wherein said action is "forward" and said performing said action further comprises:

receiving an indication of an intended recipient of said received voice message; and

further communicating with said voice messaging repository to transfer information identifying said intended recipient.

6. The method of claim 5 wherein said information identifying said intended recipient is a telephone number.

7. The method of claim 6 wherein said indication is a name and said method further includes locally mapping said name to said telephone number.

8. The method of claim 1 further comprising:

extracting, from said received voice message, information related to said received voice message; and

using said interface to present said information related to said received voice message.

9. The method of claim 8 wherein said interface comprises a display for display of said information related to said received voice message.

10. The method of claim 1 wherein said voice messaging repository is a desktop personal computer and said communicating with said voice messaging repository occurs over a wired connection.

11. The method of claim 1 wherein said voice messaging repository is a voice messaging server and wherein said communicating with said voice messaging server occurs over a data network.

12. The method of claim 11 further comprising establishing a connection to said data network.

13. The method of claim 12 further comprising employing the Internet Protocol for said communicating with said voice messaging server.

14. The method of claim 13 further comprising employing the Hyper-Text Transfer protocol for said communicating with said voice messaging server.

15. The method of claim 1 wherein said voice messaging repository is a voice messaging server and wherein said communicating with said voice messaging server occurs over a public switched telephone network.

16. The method of claim 15 further comprising establishing a connection to said public switched telephone network.

17. The method of claim 16 further comprising generating Dual Tone Multi-Frequency tones for said communicating with said voice messaging server.

18. The method of claim 1 further comprising compressing said received voice message to reduce memory required for voice message storage.

19. The method of claim 1 further comprising, before said communicating with said voice messaging repository to receive said voice message, receiving an indication of arrival of a voice message from said voice messaging repository.

20. The method of claim 19 wherein said indication of arrival includes details associated with said received voice message.

21. The method of claim 1 wherein said communicating with said voice messaging repository further comprises indicating to said voice messaging repository a status of voice messages previously received at said handheld computing device.

22. The method of claim 21 wherein, for each of said previously received voice messages, said status is one of unplayed, played, deleted, sent and unsent.

23. A handheld computing device comprising:

means for communicating with a voice messaging repository to receive a voice message;

means for locally storing said received voice message; and

means for locally providing an interface to said user allowing said user to indicate an action to perform on said received voice message.

/24. A computer readable medium containing computer-executable instructions which, when performed by a processor in a handheld computing device, cause the processor to:

communicate with a voice messaging repository to receive a voice message;

locally store said received voice message; and

locally provide an interface to said user allowing said user to indicate an action to perform on said received voice message.

/25. A method of creating a voice message at a handheld computing device comprising:

recording said voice message using audio recording capabilities of said handheld computing device;

receiving, through a local interface, an indication of an intended recipient of said voice message; and

communicating with a voice messaging repository to transfer said voice message in association with information identifying said intended recipient.

/26. A method of providing voice messaging services at a handheld computing device comprising:

communicating with a voice messaging repository to receive, at said handheld computing device, information regarding a voice message;

locally storing said received information;

locally providing an interface to said user, where said interface allows said user to review said information and indicate an action to perform on said voice message; and

transmitting, to said voice messaging repository, instructions to perform said action on said voice message.